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| Code.org  A non-profit organization that uses online games to teach students computer coding, the foundation of all computer sciences. District approved lesson plans and task guides can be found here. Students will use this knowledge to program various devices throughout their computer science/computer coding and programming learning. Students may access this website in pairs or individually.  Find online resources at: <https://code.org/> | https://upload.wikimedia.org/wikipedia/commons/thumb/f/f4/Code.org_logo.svg/2000px-Code.org_logo.svg.png |
| Robot Turtles  An engaging board game that teaches the basics of programming and computer coding through turtles. Students problem solve and use code cards to get to the jewels in the middle of the board. Once students reach their goal, they verbally state their programming sequence to the group. This game is a great introduction to understanding computer coding and terminology before using the computer to code. | http://ecx.images-amazon.com/images/I/81XBPxSPzxL._SY355_.jpg |
| Ozobot  A small robot that can be programmed using color code patterns or blockly coding. Students can code these robots using markers and paper or tablets with a drawing program. The robots follow the lines and light up to correspond to the colors, or do “tricks” according to color combinations. Students can also program the robot with a tablet or computer using blockly coding. Lessons, codes, games, and mazes can be found online.  **iOS and Android compatible.**  Find online resources at: <http://www.ozobot.com/> | https://farm8.staticflickr.com/7623/16243331133_7aa5402689_o_d.jpg |
| Squishy Circuits  Students learn the basics of computer circuitry and electricity through insulating and conductive dough, and LED lights. This activity is useful when explaining what happens inside a computer.  **Adult supervision is required. Do not allow battery terminals to touch.**  Find online resources at: <http://courseweb.stthomas.edu/apthomas/SquishyCircuits/index.htm> |  |